Namelist Update Manual for DMR18

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How to download namelist to DMR18

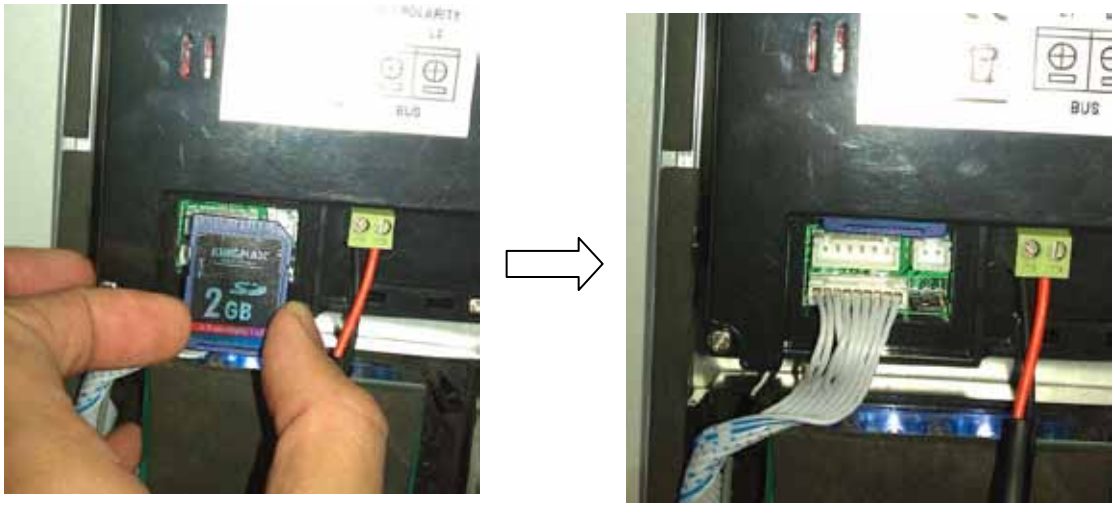
To download namelist to DMR18, you have to make a new UI file for namelist firstly*

*Details refer to How to make a UI file for new Namelist

Assume that we have prepared the new UI file of namelist whose name is **DTP50100.** The following are the steps for updating:

1. Place the UI file named DTP50100 in the root directory of SD card

2. Insert SD card into DMR18



3. Input #8002 -> 66666666, then entry user setup interface

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4. Input 1 to entry Language setup interface. Input 8101, then press # button to confirm. Then UI file will be downloaded to DMR18

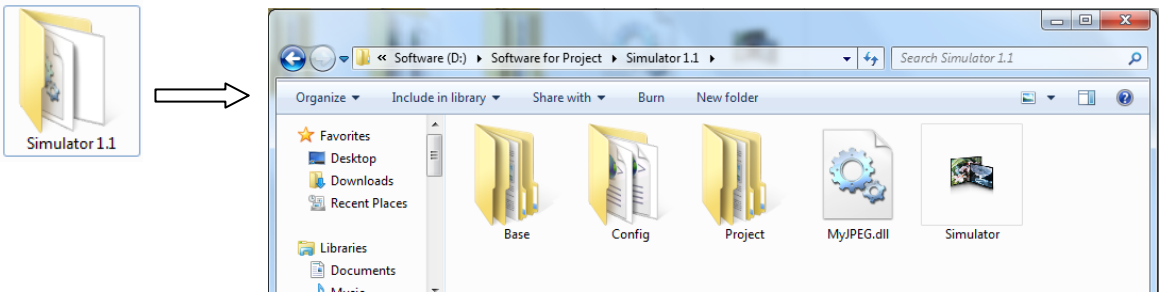
5. Take the SD card out after download finishes

How to make a UI file for new namelist

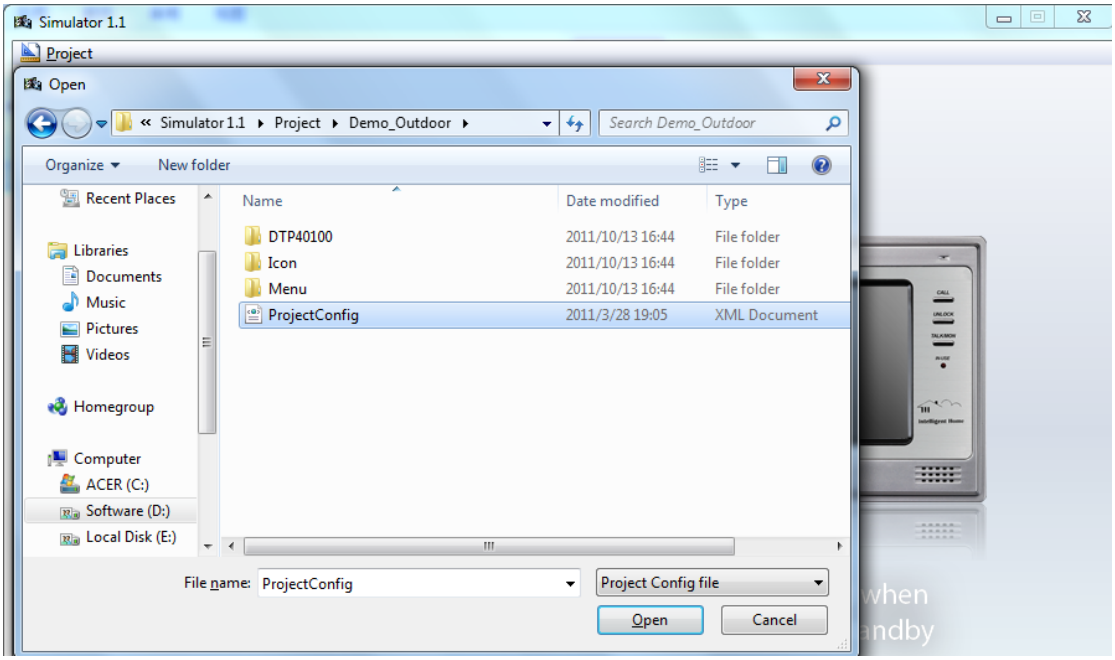
What's namelist?

What's the essence of namelist? The following description will show you.

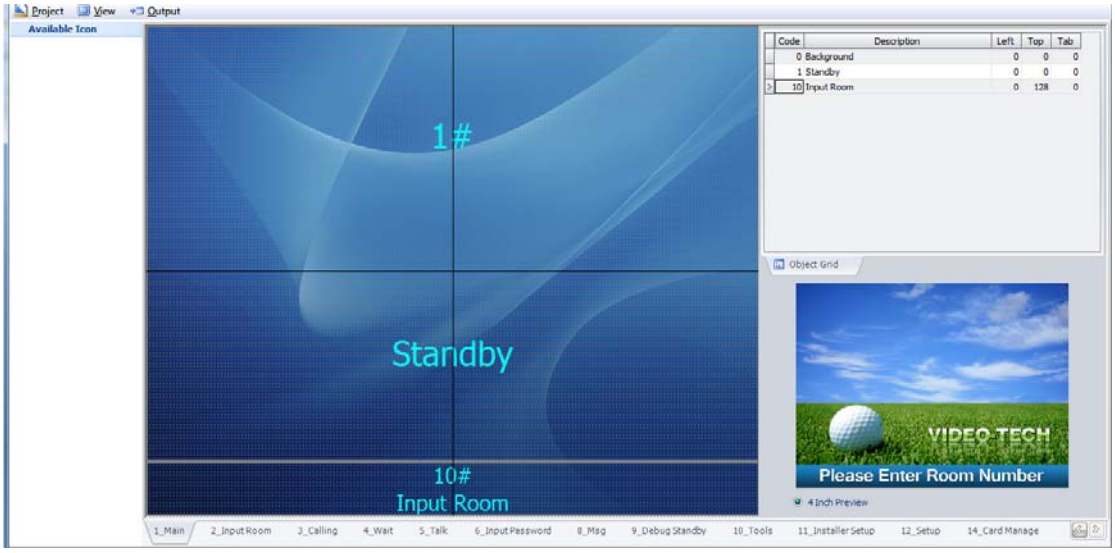
1. Click to start **Simulator** software, the path is just like following pictures show.



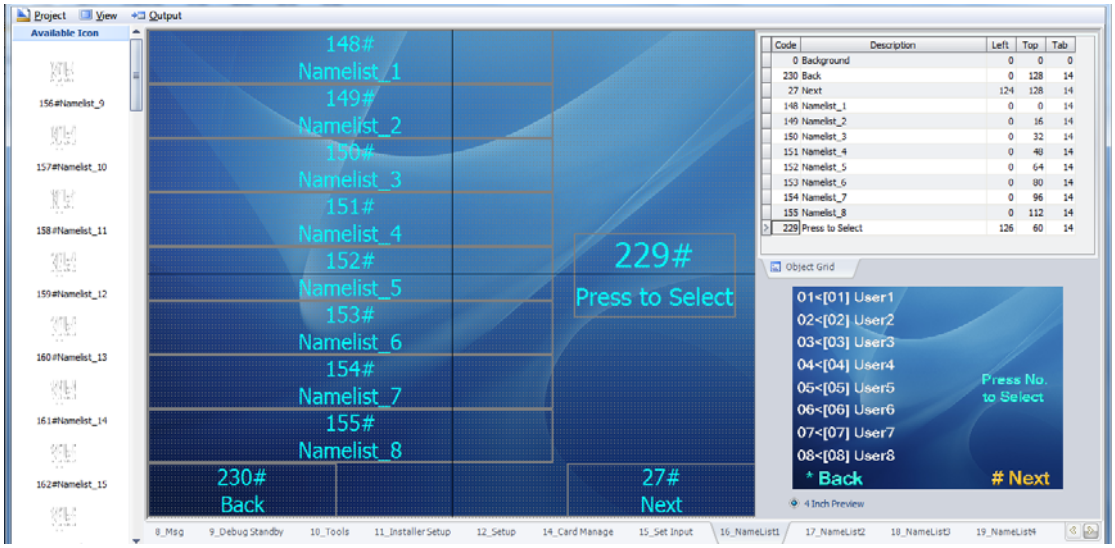
2. Open a new Project just like the following steps show. Select **ProjectConfig** , then click **Open**

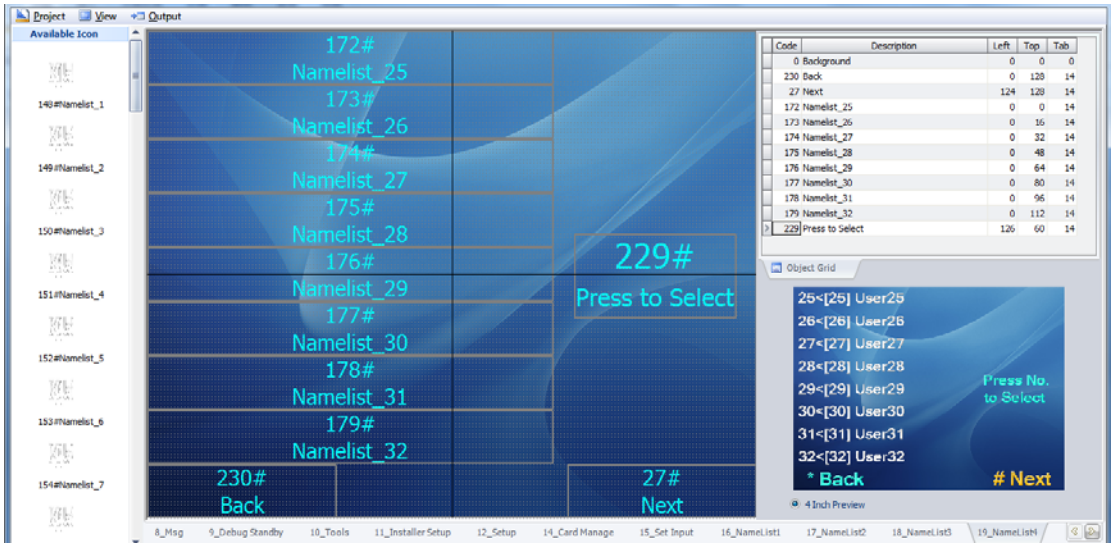


3. In the main page of project, click to turn to namelist page



Totally 4 pages for namelist: 16_NameList1, 17_NameList2, 18_NameList3, 19_NameList4.
It includes 32 icons, as you see, the icon NO. is from 148# to 179#.





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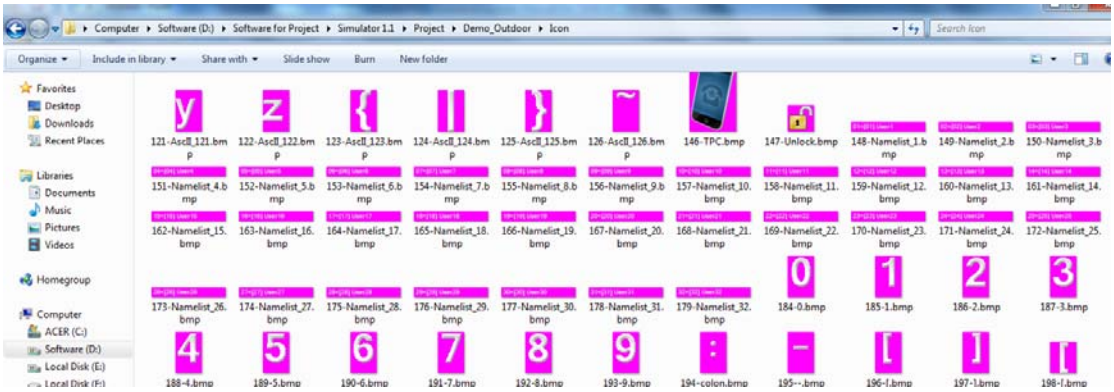
4. Entry the project icon folder, the path is: project folder → Icon folder, eg. Demo_Outdoor -> Icon. Then you will see the essence of namelist. Actually they are **BMP** pictures, and their pixel is 480(Width) * 64(Height) .

   So what you have to do is:

   1) Make new BMP icons.
   2) Rename the same names for the new icons, just like **148-Namelist_1.bmp, 149-Namelist_2.bmp, 150-Namelist_3.bmp ... and so on.**
   3) Copy these new icons with same names into the Icon folder. Replace the original ones.



How to edit namelist?

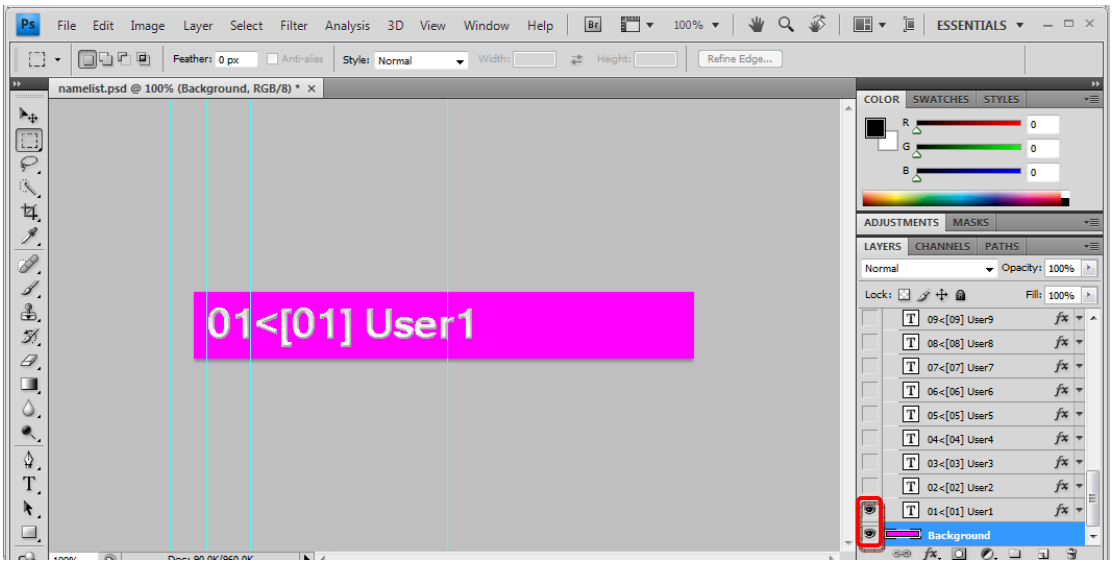
We supply one prototype of photoshop document named **namelist.psd** for editing namelist.

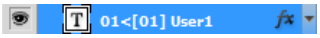
Of course, Photoshop should have been installed in your PC.

Edit operation is as following steps:

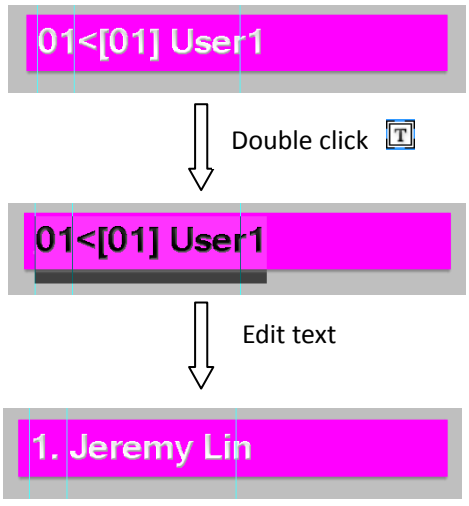
1. Double click **namelist.psd**

2. Totally 33 layer, 32 of them are text layers. Enable layer visibility of one text layer and **Background** layer



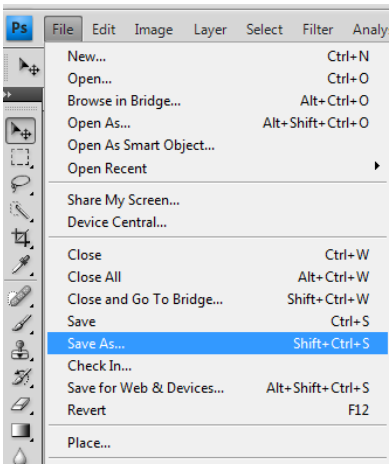
3. Double click in 

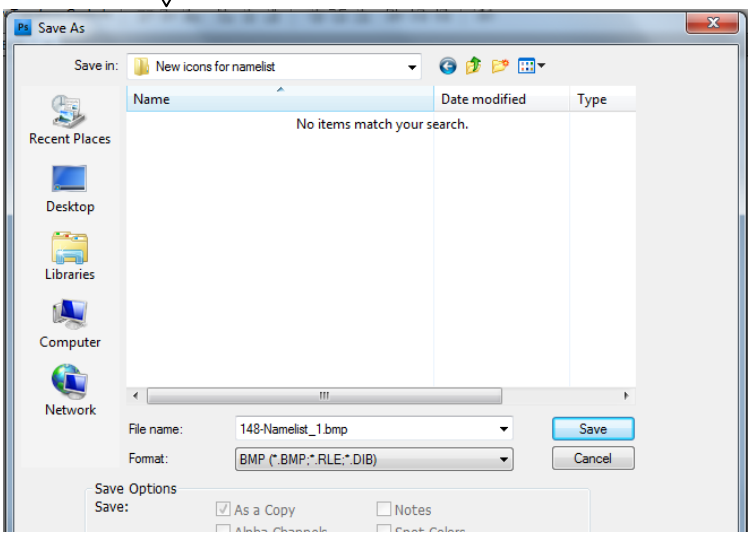
, then the related text **01<[01] User1** can be edited. Just like following pictures show.



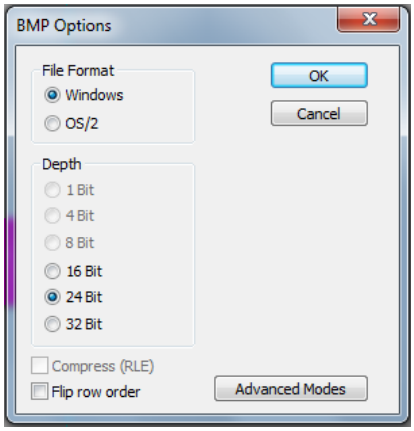
How to make a UI file for new namelist

4. Save as BMP file and name it, for the first icon, it's named **148-Namelist_1,**



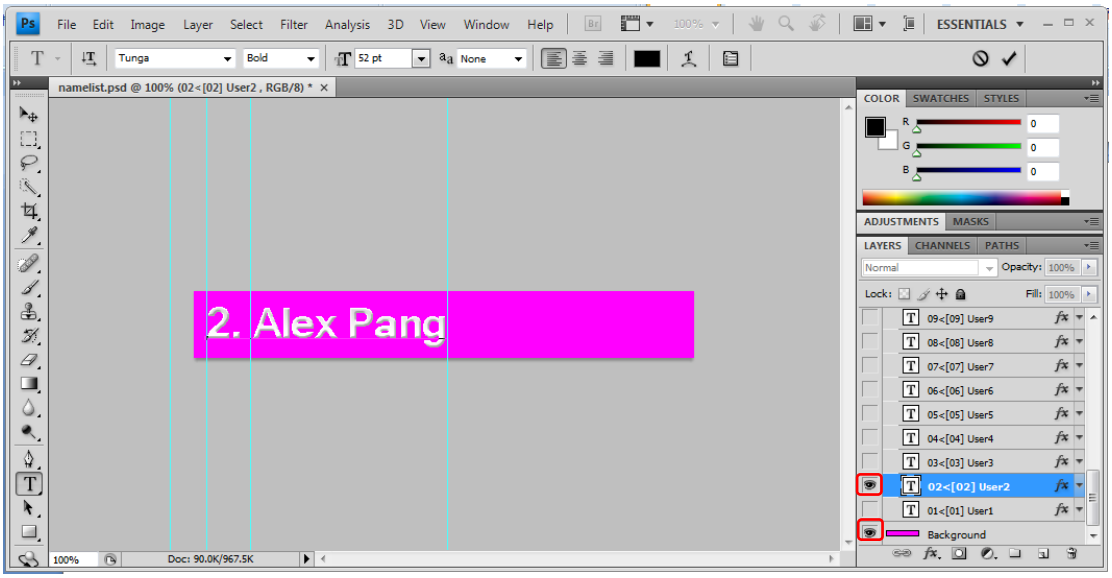


Select folder for saving, name it and select BMP format, then click **Save** button



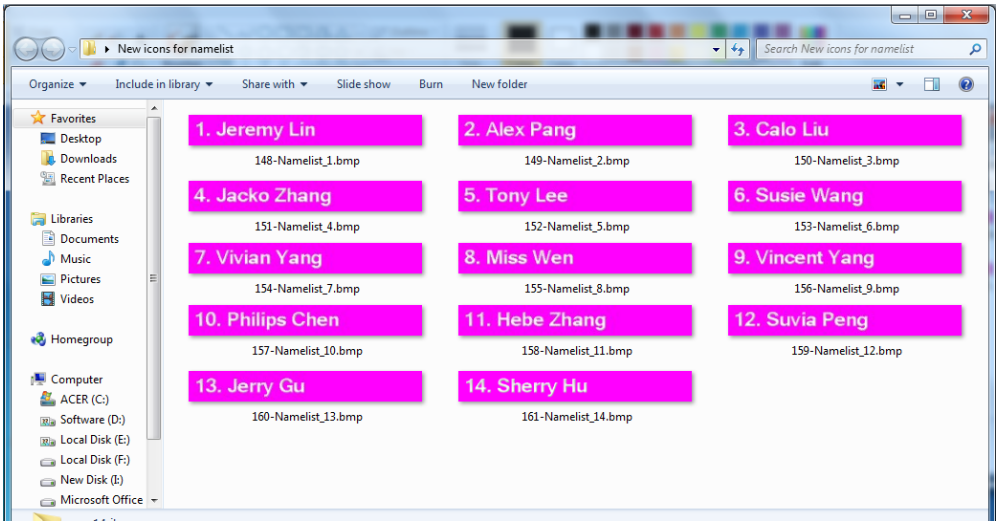
Then click **OK**

5. Enable layer visibility of **02<[02] User2,** and Disable visibility of **01<[01] User 1**, then use the same method to operate the second icon, then save as bmp file named **149-Namelist_2**



6. Repeat similar operation to edit the rest icons, and save as bmp file with the corresponding name, just like **150-Namelist_3.bmp, 151-Namelist_4.bmp ... and so on**

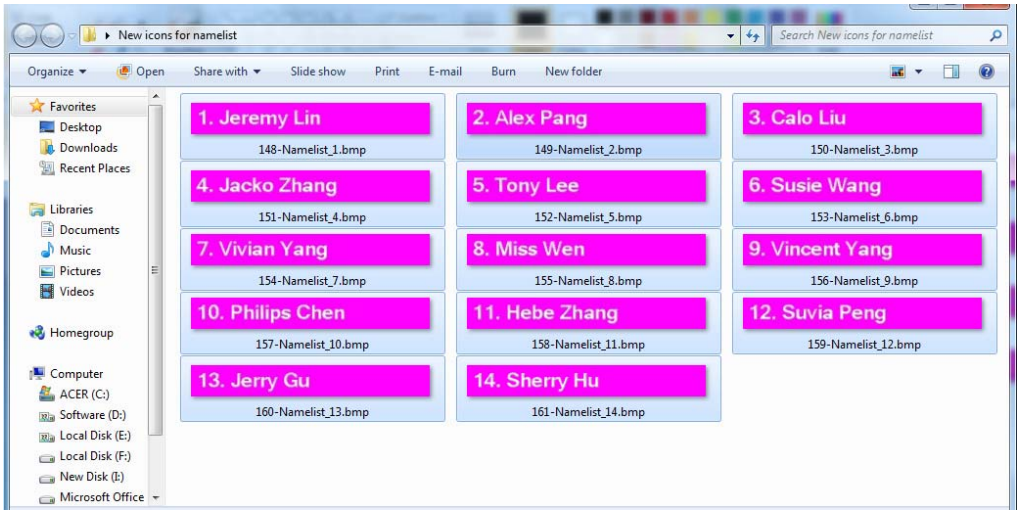
7. Assume that there are totally 14 users, so 14 icons should be made, just like the follow picture shows:



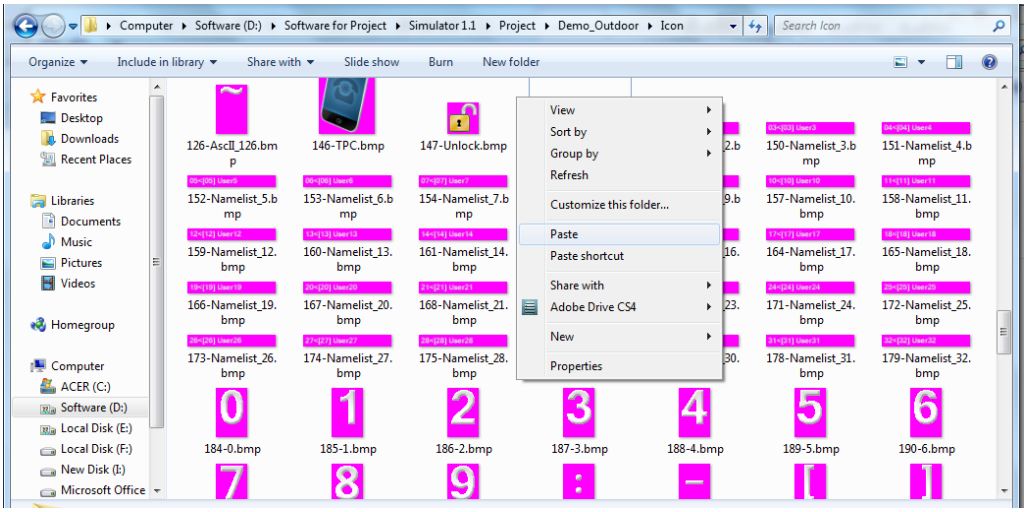
How to make a UI file for new namelist

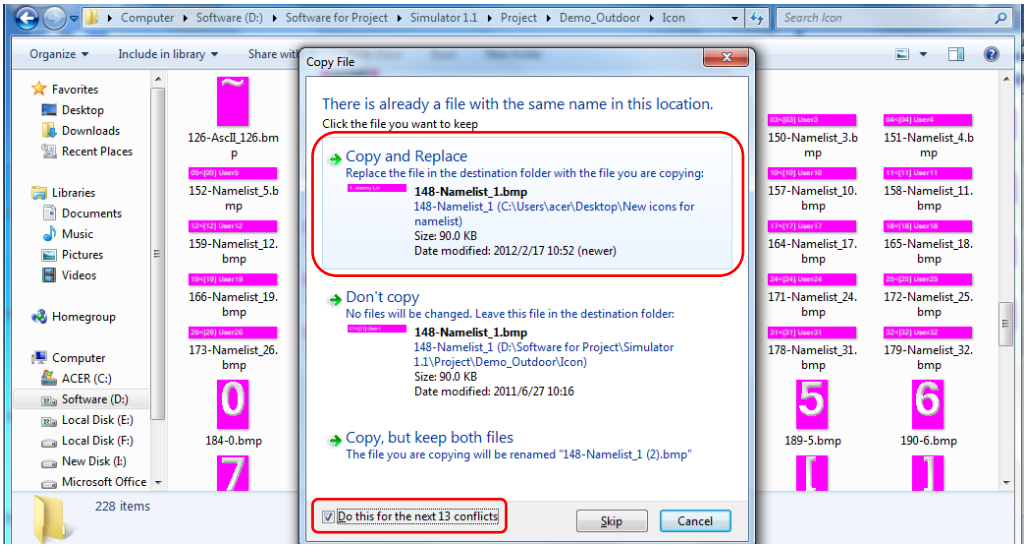
How to make a UI file for new namelist

1. Copy the new icons to **Inco** folder in the related project.
   - ➢ Select all the new icons and copy them



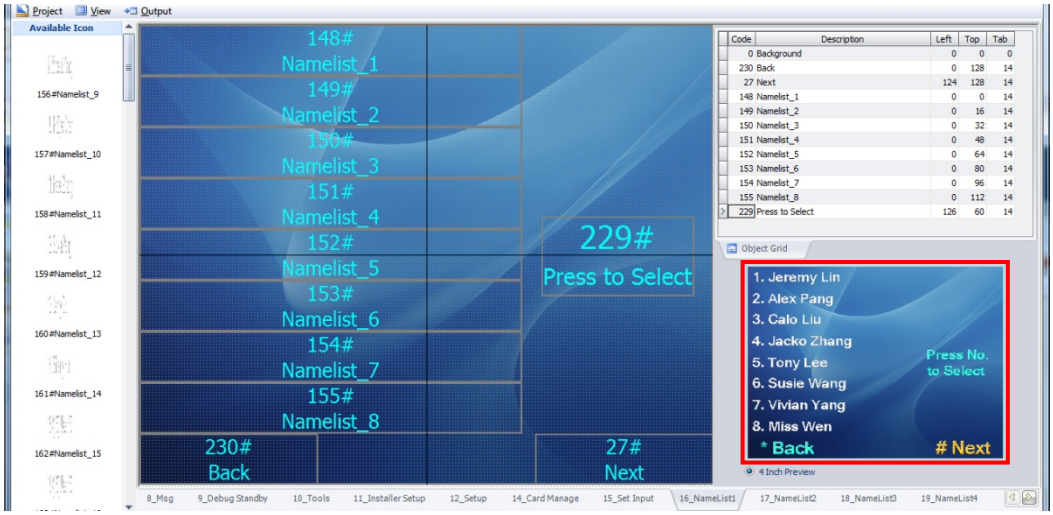
   - ➢ Paste into **Inco** folder, and select **Copy and Replace** like the following pictures show.




Copy File
There is already a file with the same name in this location.
Click the file you want to keep
Copy and Replace
Replace the file in the destination folder with the file you are copying:
148-Namelist_1.bmp
148-Namelist_1 (C:\Users\acer\Desktop\New icons for namelist)
Size: 90.0 KB
Date modified: 2012/2/17 10:52 (newer)
Don't copy
No files will be changed. Leave this file in the destination folder:
148-Namelist_1.bmp
148-Namelist_1 (D:\Software for Project\Simulator 1.1\Project\Demo_Outdoor\Icon)
Size: 90.0 KB
Date modified: 2011/6/27 10:16
Copy, but keep both files
The file you are copying will be renamed "148-Namelist_1 (2).bmp"
Do this for the next 13 conflicts
Skip
Cancel
228 items

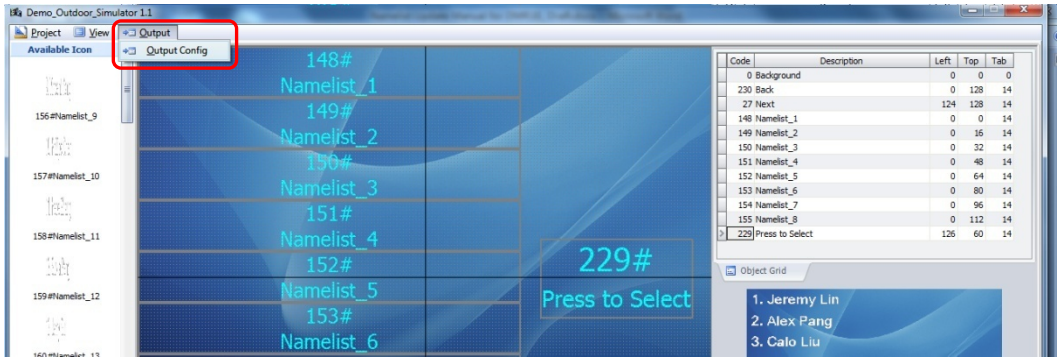
2. Create UI file

➢ Start Simulator software, you can preview namelist pages just like the following picture shows.

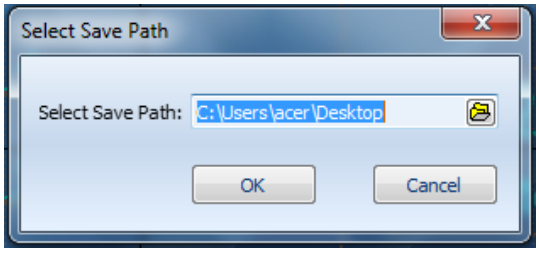


➢ Export a UI file

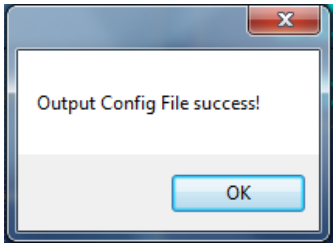
Select **Output-> Output Config**



Select Save Path for UI file, then click **OK**



It will pop up a window if output succeed. Click **OK**



How to make a UI file for new namelist

3. Finally, you will get a folder of UI named **DTP40100**, then rename it **DT50100**, copy it to root directory of SD card, just like the following pictures show.
   Run the namelist update operation, details refer to **How to download namelist to DMR18** chapter.